Bloodthirsty and Foul Tempered Fey to Attack and Insult Players

Expanded Redcaps

HOMEBREW

THE INSPIRED ARCANA

3 NEW MONSTER FOR DND 2024

Redcap

Bloodthirsty and Foul Tempered Fey

Habitat: Forest, Planar (Feywild); **Treasure:** Armaments

Redcaps are bloodthirsty fey that spawn from the lingering malice of violent deaths. They emerge from crimson-stained mushrooms, sprouting when the earth drinks in enough spilled blood. These creatures are bound by their need to kill, and their strength varies depending on their origin and the potency of the blood that fed their creation.

There are three main types of Redcaps. Sproutlings are the weakest form, newly birthed from the first drops of blood-soaked fungi. They are vicious but still growing, driven by an instinctual desire for cruelty. Redcaps are the most common form. They are stocky, vicious killers clad in iron boots, wielding heavy weapons with unnatural strength. Finally, madcaps are born from demon ichor instead of mortal blood, these Redcaps are erratic, wreathed in hellish flames, and driven by unhinged bloodlust.

Most redcaps share certain features, they are squat, muscular, and gnarled fey with wiry frames packed with unnatural strength, that look similar to angry elderly people. Their faces are wizened and twisted into expressions of perpetual malice, their teeth sharp and stained, and their clawed fingers made for rending flesh.

Their most striking feature is their blood-soaked caps. The fresher the blood, the more vibrant the red, and a Redcap will go to great lengths to keep it from drying out, as they die if it does. They also wear heavy, iron boots that clank with every step, making stealth nearly impossible but giving them tremendous kicking power.

Redcaps are not subtle creatures and delight in carnage and cruelty. They are driven by an insatiable need to kill, but they are not mindless, many take pleasure in toying with their prey, drawing out suffering before delivering a killing blow.

While Redcaps are often solitary, they may gather in small, violent gangs. They despise weakness and have no loyalty to one another, often turning on weaker members of their own kind if they see an opportunity for greater bloodshed. They are not bound by any court of the Feywild but are sometimes employed by powerful hags, archfey, or even mortal warlords willing to bargain with their insatiable bloodlust.

Art Credit: Richard Whitters

Redcap War Cries

D6	War Cries
1	"By the blood in me boots, I'll paint the walls with yer guts!"
2	"May yer bones snap like rotten twigs under me boot!"
3	"Red's me favorite color, and yer gonna help repaint!"
4	"I'll wear yer skin like a second bloody coat!"
5	"Ya we shits! My sickle will have yer blood!"
6	"Come on then! Let's see what's inside ya!"

Redcap Sproutling

Sproutlings are small, twisted mockeries of humanoids. Their bodies are wiry and malformed, with oversized hands and feet. Their skin is pale and sickly, veined with the dark stain of the blood that birthed them. Their caps are not yet fully red, appearing as mottled patches of crimson and white. Sproutlings are wild and erratic, attacking anything they see in a frenzy. Sproutlings that survive long enough and drench their caps in sufficient blood transform into full-fledged redcaps.

Redcap

A fully grown redcap is a short, stocky brute, standing around 3 to 4 feet tall but with a weight that defies their size. Their arms and legs are thick with corded muscle, and their fingers end in jagged black claws. They wear iron boots that are massive and truly a part of them. Redcaps are tireless killers that thrive on terror. They do not fight for sport or survival but for the sheer thrill of ending lives. They announce themselves loudly yelling, reveling in the fear and bloodshed they bring.

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Redcap, Sproutling

Small Fey, Chaotic Evil

AC 13 **Initiative** +1 (11)
HP 22 (4d6 + 8)
Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	Dex	12	+1	+1	Con	15	+2	+2
Int	8	–1	–1	Wis	12	+1	+1	Cha	8	–1	–1

Skills Athletics +4, Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, Sylvan
CR 1 (XP 100; PB +2)

Traits

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Wicked Sickle. *Melee Attack Roll:* +6, reach 5ft. *Hit* 7 (2d4 + 2) Piercing damage and the and the target has the Bleeding hazard until the start of the Redcap's next turn.

Iron Boots. *Melee Attack Roll:* +6, reach 5ft. *Hit* 5 (1d6 + 2) Bludgeoning damage.

Reactions

Ironbound Pursuit. *Trigger:* Another creature the redcap can see ends its turn. *Response:* The redcap moves up to its speed towards a creature it can see.

Bleeding [Hazard]

A Bleeding creature takes 1d4 slashing damage at the start of each of its turns. As an Action, you can tend your bleeding wounds ending the condition. Additionally, a creature can take the Help Action to tend your bleeding wounds.

Redcap

Small Fey, Chaotic Evil

AC 14 **Initiative** +1 (11)
HP 52 (7d6 + 28)
Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	Dex	13	+1	+1	Con	18	+4	+4
Int	10	+0	+0	Wis	12	+1	+1	Cha	8	–1	–1

Skills Athletics +6, Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, Sylvan
CR 3 (XP 700; PB +2)

Traits

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The Redcap makes two attacks, only one of which can be Iron Boots.

Wicked Sickle. *Melee Attack Roll:* +4, reach 5ft. *Hit* 9 (2d4 + 4) Piercing damage and the and the target has the Bleeding hazard until the start of the Redcap's next turn.

Iron Boots. *Melee Attack Roll:* +4, reach 5ft. *Hit* 7 (1d6 + 4) Bludgeoning damage and the target is knocked Prone.

Reactions

Ironbound Pursuit. *Trigger:* Another creature the redcap can see ends its turn. *Response:* The redcap moves up to its speed towards a creature it can see and make one Iron Boots attack.

Art Credit: Rene Aigner

Madcap

Small Fey, Chaotic Evil

AC 14 **Initiative** +1 (11)
HP 52 (7d6 + 28)
Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	Dex	13	+1	+1	Con	18	+4	+4
Int	10	+0	+0	Wis	12	+1	+1	Cha	8	−1	−1

Skills Athletics +7, Perception +4
Resistances Fire, Poison
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, Abyssal, Sylvan
CR 6 (XP 2,300; PB +3)

Traits

Bloodied Frenzy. While Bloodied, the madcap has Advantage on attack rolls and saving throws.

Iron Boots. While moving, the madcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the madcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The madcap makes three attacks, only one of which can be Iron Boots.

Wicked Sickle. *Melee Attack Roll:* +7, reach 5ft. *Hit* 9 (2d4 + 4) Piercing damage and the and the target has the Bleeding hazard until the start of the Redcap's next turn.

Iron Boots. *Melee Attack Roll:* +7, reach 5ft. *Hit* 11 (2d6 + 4) Bludgeoning damage and the target is knocked Prone.

Reactions

Ironbound Pursuit. *Trigger:* Another creature the redcap can see ends its turn. *Response:* The redcap moves up to its speed towards a creature it can see and make one Iron Boots attack.

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Madcap

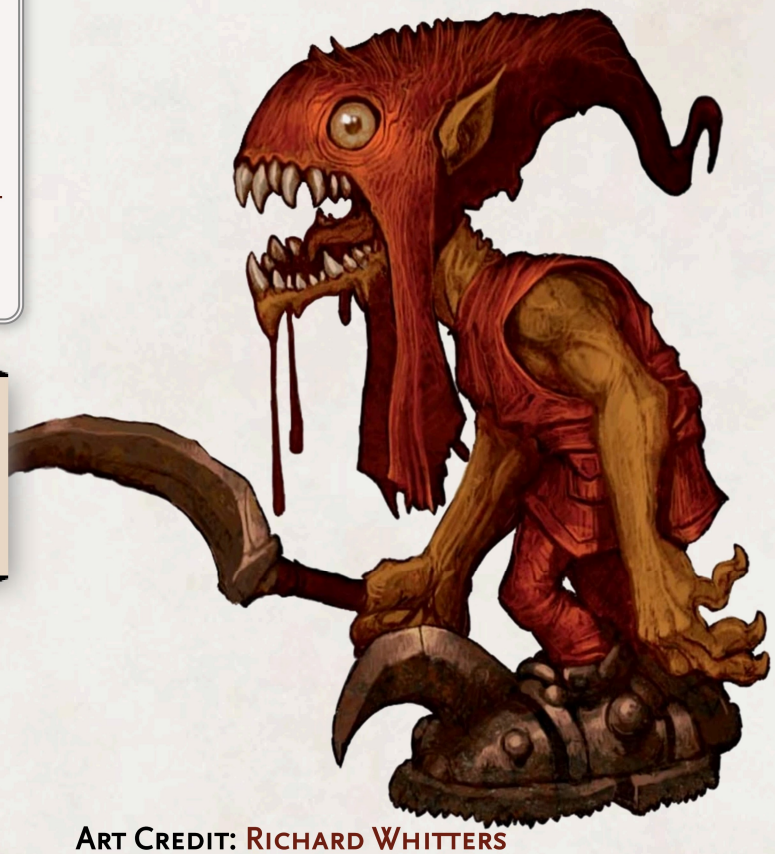
madcaps are redcaps whose hats have been soaked demon ichor rather than the blood of mortals. They are more violent and unpredictable than other redcaps. Madcaps are not often used by other fey, as they are too difficult to control. Their appearance is similar to that of redcaps, but have a demonic look to them; their jaws are maws of spiked teeth and crazed eyes. When madcaps die they burst into flames that burn away everything but their boots and weapon.

Combat Tactics

Brutes. Redcaps of every kind are the definition of simplistic brutes. They wade into combat using their Iron Boots attack first to provide Advantage on follow up attacks. They focus down one target at a time using their remaining attacks against them. Redcaps never flee, unless forced to by other allied creatures, as their lives depend on killing creatures to keep the blood in their caps fresh.

Encounter Advice

Redcaps don't often play nice with other creatures, however, they can be forced into service of powerful fey like hags and Archfey. Typically an encounter with redcaps will consist of just redcaps, of varying type, at lower levels a redcaps leads sproutlings, in mid levels madcaps lead redcaps, whilst at high levels they serve as minions to powerful fey creatures.



Art Credit: Richard Whitters

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